Amendments to the Specification:

Please replace the paragraph beginning on page 16, line 30 with the following amended paragraph:

For each of the animation styles the implementor defines the means of transition for every src-dst pair of the AnimalIndicator indicator model. The AnimalIndicator indicator model has an alphabet of 8 values so 64 transitions are defined. If desired, for any of the animation style[']s, the implementor can include a plurality of optional means of transition for each src-dst pair. Defining optional means of transition increases the number of transitions beyond N^2.

Please replace the paragraph beginning on page 21, line 19 with the following amended paragraph:

Indicator models, glyphs, and software timing devices are all models. They all can have an associated animation style, and can be built into a hierarchy of associated objects. The software engine can manage a plurality of software timing devices. The software timing devices of the software engine are the root objects of the software engine's hierarchy of model objects. Each software timing device is associated with one or more indicator models. For each of the indicator model[']s, the software timing device is its parent context. Software timing devices have no explicit parent context.

Please replace the paragraph beginning on page 24, line 1 with the following amended paragraph:

Suppose the glyph was then commanded to transition from 8->4, and then 4->3. to perform the transition from 8->4 seven segments are still required (Refer to FIG. 28), so no sub-glyphs are added or removed. However, when performing the transition

from 4->3, only five segments are required (Refer to FIG. 25[4]). The glyphs' style would cause it to remove two of its sub-glyph.

Please replace the paragraph beginning on page 24, line 24 with the following amended paragraph:

In addition to repeating a signal's primary (repeating) action, repeating signals can have an optional setup action, and an optional post action. A repeating signal's setup action is executed a single time once the software timing device's current time-index becomes greater than or equal to the repeating signal's start time-index. A setup action is always executed before the primary (repeating) action is executed for the first time. A repeating signal's post action is executed a single time once the software timing device's current time-index becomes greater than the repeating signal's stop time-index. A post action is always executed after the primary (repeating) action is executed for the last time.

Please replace the paragraph beginning on page 25, line 27 with the following amended paragraph:

When the implementor defines indicator model[']s, the implementor defines the actions that will occur when properties specific to the indicator models are to change. The implementor has the option of defining any specific setup and post actions for any changes that occur over a time-span.

Please replace the paragraph beginning on page 27, line 10 with the following amended paragraph:

After any of a software timing device's indicator model[']s are updated, each indicator model validates itself and produces a new image. By default an indicator validates

itself by collaborating with its animation style and then recursively validating the sub-indicators in its sub-hierarchy. Validation involves any tasks that an indicator model must perform in order to adapt to the updates. An indicator model must be in a consistent state before it produces a new output image.

Please replace the paragraph beginning on page 33, line 30 with the following amended paragraph:

ConcreteAE and ConcreteAS, represent implementor defined subclasses of AnimationElement and AnimationStyle respectively. In order to make use of the DynaGlyph software framework, the implementor must define at least one concrete subclass of both AnimationElement[,] and AnimationStyle. Concrete AnimationStyles and AnimationElements may define any additional attributes required by their instances. Concrete elements will only reference concrete AnimationStyle objects. Each concrete AnimationElement class will correspond to an indicator models, or glyphs that the implementor defines.

Please replace the paragraph beginning on page 40, line 13 with the following amended paragraph:

Each pipe arrow represents a unique means of transitioning from a specific source value to a specific destination value. It should be noted that the software component of the illustrated embodiment specifies a[n] unique animated transition from the same source value to the same destination value.

Please replace the paragraph beginning on page 41, line 24 with the following amended paragraph:

The dynamated indicator can be used to display time in new ways that haven't been possible before. Normally on a digital clock four or six digits are shown at once, displaying the hours

and minutes, or hours, minutes, and seconds respectively. Some clocks will intermittently alternate between displaying the time and date. In a four-digit clock the hour changes to the month, and the minutes change to the day. In a six-digit clock the behavior is similar except the second also changes to the year. Of course nations outside the United States often configure their dates in other arrangements, but the behavior of the intermittent transition is similar.